



# THE MAGUS EXPANDED

**HOMEBREW**

A Multitude of Additional Options for the Magus Class  
in the World's Greatest Roleplaying Game





## THE MAGUS CLASS: EXPANDED

The **Magus** is a master of spell and sword in equal balance. Mechanically, they are an Intelligence-based half-caster that serves as the arcane counterpart to the Paladin and Ranger classes. Provided here are additional options for the Magus:

**Additional Fighting Styles.** The Fighting Styles here are more exotic or specific than those in the Magus class.

**Spellword Feats.** The Feats included here let all player characters to share in the abilities of the Magus class.

**Additional Esoteric Orders.** Included here are six more Esoteric Orders for a Magus to choose from at 3rd level.

### FIGHTING STYLES

The additional Fighting Styles listed here are available to the Magus class, along with those included in the base class:

Whenever you gain a level in this class, you can switch your Fighting Style for another Fighting Style of your choice.

#### BRAWLER

Your unarmed strikes deal bludgeoning damage equal to 1d6 + your Strength modifier on hit. If you have two free hands and use your action to make only unarmed strikes you can make a single unarmed strike as a bonus action on that turn.

#### FEATHERWEIGHT FIGHTING

While you are unarmed or wielding only light weapons, and are not wearing medium or heavy armor, your walking speed increases by 10 feet, and you gain a +1 bonus to your damage rolls with light melee weapons and unarmed strikes.

#### GREAT WEAPON FIGHTING

When you make a two-handed melee attack with a heavy weapon as part of your Attack action, you treat a total roll of 5 or lower on the weapon's damage dice as a 6.

#### HEAVYWEIGHT FIGHTING

You can use your weight, and the weight of your weapon, to land devastating blows. While you are wielding a heavy weapon, you gain a +1 bonus to damage rolls and you have advantage on Strength (Athletics) checks made to Shove.

#### MOUNTED WARRIOR

While you are riding a controlled mount, both you and your mount gain a +1 bonus to your Armor Class, and you can use a bonus action on each of your turns to command the mount to take one action from its stat block or another action.

### SPELLSWORD FEATS

The Feats here allow characters to share in the abilities of the Magus class. If you use the optional rule for Feats, they can be selected instead of an Ability Score Improvement:

#### ALTERNATE MAGE SLAYER

*Updated version of the Mage Slayer Feat*

You have trained extensively to counter sinister spellcasters and foil their arcane abilities. You gain the following benefits:

- When you can see or hear a creature within the reach of a melee weapon you are wielding cast a spell, you can make an opportunity attack against it. On hit, the creature must succeed on a Constitution saving throw as if it were doing so to maintain concentration. On a failure, its spell fails to take effect, and its slot or use of that ability is wasted.
- If you damage a creature concentrating on a spell, it has disadvantage on its Constitution saving throw to maintain its concentration. This does not stack with the first bullet.
- You have advantage on saving throws against spells cast by creatures you can see or hear within 5 feet of you.





## ALTERNATE WAR CASTER

*Updated version of the War Caster Feat*

*Prerequisite: the ability to cast at least one spell*

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

- When you make a Constitution saving throw to maintain concentration on a spell, you can use a reaction to add your Spellcasting modifier (minimum of +0) to your roll.
- You can perform the somatic components of spells even when you have weapons or shields in one or both hands.
- When you make an opportunity attack, you can cast a spell instead. It must have a casting time of 1 action or 1 attack, and this spell can only target that creature.
- When you hit a creature with an opportunity attack, you can cast a spell with a casting time of On Hit.

## SPELLSWORD ADEPT

*Prerequisite: proficiency with a martial weapon*

You have trained to combine your minor magics with weapon attacks. You gain the benefits listed below:

- Increase your Strength, Dexterity, or Constitution score by 1, up to a maximum of 20.
- You learn two Cantrips of your choice from the Magus spell list, choosing Intelligence, Wisdom, or Charisma as your spellcasting ability for these Magus Cantrips. At least one of these Cantrips must deal damage.
- Once on each of your turns when you make a melee weapon attack, you can imbue the magic of a Magus Cantrip you know into your attack. On hit, you do not deal the normal damage of the Cantrip along with the damage of your weapon attack. Instead, your weapon attack deals the damage type dealt by the Cantrip, and it applies the additional effects of the Cantrip on hit.

## ADDITIONAL ORDERS

At 3rd level, the Magus gains the Esoteric Order feature. The following additional Esoteric Orders are available to Magi, along with those presented with the base Magus Class:

Order of Armorer	Order of Shades
Order of Conduits	Order of Spellblades
Order of Hexblades	Order of Travelers

## ORDER OF ARMORERS

Magi of the Order of Armorer claim to be the students of the original Magus, the creator of the enchantment which would become the Arcane Armory. While every Order now shares in the knowledge of this enchantment, only Armorer can use it to its fullest potential. These warriors learn to summon their Arcane Armory as deadly projectiles for use in battle.

### ARCANE ARMORER

*3rd-level Order of Armorer feature*

You have studied metallurgy and smithing along with the arts common to every Magi; spellcasting and martial combat. You gain proficiency in smith's tools and with heavy armor.

Moreover, whenever you make an ability check that makes use of your smith's tools, you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).



## ARMORER SPELLS

*3rd-level Order of Armorer feature*

You learn certain spells at the Magus levels noted in the table below. These spells do not count against your total number of Spells Known and cannot be switched upon gaining a level:

### Magus Level Spells

3rd	<i>compelled duel</i> , <i>hail of thorns</i> <sup>LL</sup>
5th	<i>cloud of daggers</i> , <i>heat metal</i>
9th	<i>conjure volley</i> <sup>LL</sup> , <i>haste</i>
13th	<i>fabricate</i> <sup>XGE</sup> , <i>freedom of movement</i>
17th	<i>steel wind strike</i> <sup>LL</sup> , <i>vorpall blade</i> <sup>LL</sup>

## AWAKENED ARMORY

*3rd-level Order of Armorer feature*

As a bonus action, you can summon any number of the one-handed melee weapons within your Arcane Armory, causing them to levitate around you in your space. This requires your concentration. If it ends, the weapons return to your Armory.

While levitating, these weapons have the Thrown (20/60) property, you use your Intelligence, in place of your Strength or Dexterity for their attack and damage rolls, and you are considered to be wielding the weapons one-handed. You can only attack with each levitating blade once per turn.

Whenever you can normally make an attack, you can make an attack with one of these levitating blades, then it instantly returns to levitate in your space regardless of a hit or miss.





ARMORER'S FOCUS

7th-level Order of Armorer's feature  
You are able to concentrate on one Magus spell while you are concentrating on your Awakened Armory. If you are forced to make a Constitution saving throw to maintain concentration, you make one saving throw for both effects.

WHIRLWIND OF STEEL

7th-level Order of Armorer's feature  
You can strike with all of your levitating weapons at once. As an action, you can force a number of creatures within 20 feet equal to your number of levitating blades to make a Dexterity saving throw against your Spell save DC. Targets take 2d10 damage on a failure, and half that on a success. This damage matches the damage dealt by the levitating blade you used to force each creature to make this saving throw.  
The damage dealt by this feature increases to 3d10 at 14th level and increases again to 4d10 when you reach 20th level.

CONJURED DEFENSE

15th-level Order of Armorer's feature  
As a bonus action, you can place one of your levitating blades in a defensive posture, and add your Intelligence modifier to your Armor Class until the start of your next turn. You cannot make attacks with this levitating blade for the duration.

DEATH STRIKE

20th-level Order of Armorer's feature  
You can unleash the wondrous power of your Arcane Armory against your foes. Once per turn when you hit a creature with an Arcane Armory weapon, you can end your Arcane Armory enchantment for that weapon, causing it to explode outward in a wondrous explosion of magical force. Creatures of your choice within 20 feet of it must succeed a on Dexterity saving throw against your Spell save DC, taking 8d6 force damage of a failed save, and half as much damage on a success.

ORDER OF CONDUITS

Strange and esoteric, even for Magi, the Order of Conduits is a sect of warriors who combine the arcane techniques of the Magi with martial arts. By mastering their physical body, they learn to infuse themselves with arcane power, channeling the wondrous magic of the Magi directly through their physical form. Where other Magi must rely on their Arcane Armory, those known as Conduits rely on nothing but their fists and inner arcane power to overcome their foes.

CONDUIT SPELLS

3rd-level Order of Conduits feature  
You learn certain spells at the Magus levels noted in the table below. These spells do not count against your total number of Spells Known and cannot be switched upon gaining a level:

Magus Level Spells	
3rd	<i>expeditious retreat</i> , <i>thunderous smite</i> <sup>LL</sup>
5th	<i>blur</i> , <i>branding smite</i> <sup>LL</sup>
9th	<i>blinding smite</i> <sup>LL</sup> , <i>haste</i>
13th	<i>dimension door</i> , <i>staggering smite</i> <sup>LL</sup>
17th	<i>banishing smite</i> <sup>LL</sup> , <i>skill empowerment</i>

ARCANE ASCETIC

3rd-level Order of Conduits feature  
You have honed your physical form, denying yourself worldly pleasures and infusing yourself with arcane power. So long as you are not wearing armor or wielding a shield or a heavy weapon, your Armor Class is equal to 10 + your Intelligence modifier + your Dexterity modifier.  
You also learn the *Brawler* Fighting Style. If you already know this Fighting Style, you instead learn another Fighting Style of your choice from those available to the Magus class.

ARCANE CONDUIT

3rd-level Order of Conduits feature  
You have learned the secrets of your Order and can channel arcane power through your fists. Your unarmed strikes count as Arcane Armory weapons for the purposes of Magus class features. They also fulfill the material components of spells that require a weapon worth at least 1 sp.  
Also, you can choose for your unarmed strikes to deal the damage type of a Magus spell you know.





## ETHEREAL ARTS

### 7th-level Order of Conduits feature

You incorporate ethereal magics into your signature style of martial arts. When you hit a creature with an unarmed strike, you can knock your target back 5 feet in a line (so long as it is equal to you in size or smaller), or you instantly teleport to an unoccupied space you can see within 5 feet of your target.

Also, your unarmed strikes now deal 1d8 damage on hit.

## ENCHANTED PHYSIQUE

### 15th-level Order of Conduits feature

The magic of your Order has completely suffused your body, enhancing your physical abilities. You gain resistance to all bludgeoning, piercing, and slashing damage.

Moreover, when you start your turn and are concentrating on a spell that you cast on yourself (such as *haste*), you gain temporary hit points equal to twice the level of that spell.

## ASCENDED CONDUIT

### 20th-level Order of Conduits feature

As a bonus action, you can overcharge your body with arcane power, unlocking the true power of your Order. When you do so, you gain the benefits listed below for the next minute:

- When you take the attack action and make only unarmed strikes, you can make two additional unarmed strikes as part of that attack action (for a total of four attacks).
- Whenever you cast a Magus spell you gain temporary hit points equal to twice the level of the spell slot expended.
- Whenever you teleport with a Magus feature or spell, you can touch a creature equal to you in size (or smaller) and teleport it with you. This includes grappled creatures.

Once you overcharge your body with this feature, you must finish a long rest before you can use it again. If you have no uses left you can expend a 5th-level spell slot to use it again.

## ORDER OF HEXBLADES

Often arising around powerful sentient weapons, the Magi known as Hexblades augment their considerable skill in combat with sinister curses. Wielding the dark powers of the Shadowfell, these warriors wander the world siphoning the life-essence from worthy foes and deadly monsters in order to bring their own sentient weapon into being. For this occult quest, a Hexblade will stop at nothing to meet another skilled warrior in battle.

## HEX WARRIOR

### 3rd-level Hexblade Order feature

You have learned to infuse your willpower through your weapon. You can use your Intelligence, in place of Strength or Dexterity, for the attack and damage rolls with Arcane Armory weapons.

You also learn the *chill touch* cantrip. It doesn't count against your Cantrips Known, and you can Spellstrike with *chill touch* whenever you make an Arcane Armory weapon attack.

## HEXBLADE SPELLS

### 3rd-level Order of Hexblades feature

You learn certain spells at the Magus levels noted in the table below. These spells do not count against your total number of Spells Known and cannot be switched upon gaining a level:

#### Magus Level Spells

3rd	<i>hex, wrathful smite</i> <sup>LL</sup>
5th	<i>blindness/deafness, blur</i>
9th	<i>bestow curse, spirit shroud (necrotic)</i> <sup>TCE</sup>
13th	<i>phantasmal killer, shadow of moil</i> <sup>XGE</sup>
17th	<i>antilife shell, destructive wave (necrotic)</i>

## MALEVOLENT HEX

### 3rd-level Order of Hexblades feature

You use the sinister magic of your Order to place fell curses on your foes. You cannot replace *hex* with another spell when you gain a Magus level, but, you gain the following additional benefits against hostile creatures under the effects of *hex*:

- Your weapon and spell attack rolls against the creature score a critical hit on a roll of 19 or 20 on the d20.
- Once per turn when you deal necrotic damage to it, you can use a free hand to siphon its life-essence and gain temporary hit points equal to half the necrotic damage dealt. This has no effect on Constructs or Undead.

When you cast *hex*, your concentration cannot be broken unless you willingly end it. Finally, once between each short or long rest, you can cast *hex* at 1st-level, without expending a spell slot.





## ACCURSED ARMORY

### 7th-level Order of Hexblades feature

You can store the life-essence of your foes in your Arcane Armory. When you drain life-essence from a creature with your Malevolent Hex, you can store that life-essence, equal to the temporary hit points that you would have gained, within your Arcane Armory in place of gaining those temporary hit points yourself.

Your Arcane Armory can hold an amount of life-essence equal to ten times your Intelligence modifier (minimum of 10 life-essence), which is used to fuel the features below:

**Dire Ward.** When the creature under the effects of your *hex* spell forces you to make a saving throw, you can draw 10 life-essence from your Arcane Armory, expending it to gain advantage on your saving throw. You must choose to use this feature before you roll the d20.

**Sinister Spellcasting.** Whenever you cast a Hexblade Spell, you can expend life-essence from your Armory in place of expending spell slot. When you do, you expend 10 life-essence per level of the slot used to cast the spell.

## SENTIENT BOND

### 15th-level Order of Hexblades feature

During the course of a long rest, you can perform a sinister 1-hour ritual to infuse one melee weapon within your Arcane Armory with 10 life-essence, granting it limited sentience until the end of your next long rest. For the duration, that weapon gains the benefits listed below:

**Sentience.** The weapon gains an Intelligence, Wisdom, and Charisma score of 10. It also gains an alignment and personality which reflect the Magus who created it.

**Telepathy.** The weapon can speak and understand one language of your choice. It can telepathically speak with its wielder, and its wielder can respond telepathically in kind.

**Mental Bond.** While you hold the weapon in your hand, it lends you its mental abilities. You can concentrate on *hex* and another spell of your choice (other than *hex*). If you do so, your concentration on *hex* still cannot be broken.

## AWAKENED HEXBLADE

### 20th-level Order of Hexblades feature

You have reached the apex of your Order and are able to enchant your own Hexblade. Once you have used Sentient Bond to infuse a melee Arcane Armory weapon with a total of 100 life-essence (which can be done over the course of multiple rituals), the effects of the ritual become permanent, awakening that weapon as one of the Hexblades of myth.

Once you create your Hexblade, that weapon becomes a permanent part of your Arcane Armory for as long as you live, and you cannot perform the Sentient Bond ritual on another weapon. The Hexblade's Intelligence, Wisdom, and Charisma scores all increase to 16, and the Hexblade can telepathically communicate with and hear creatures within 120 feet of it.

Your Hexblade also grants you the following benefits:

- Attack rolls with the Hexblade against any creature under the effects of your *hex* spell are made with advantage.
- Your attacks with the Hexblade treat a target's damage immunities as resistances and ignore damage resistance.
- When you Spellstrike with the Hexblade, you can cause the damage of the weapon and spell attack to be necrotic.
- You have advantage on saving throws against spells.

## SENTIENT WEAPON PERSONALITIES

While most Hexblades are evil in their alignment and personality, this is not always the case. Being fueled by life-essence taken from living creatures will always manifest in a Hexblade's personality.

When deciding on your Hexblade's personality, talk with your DM about your Magus' journey and how would manifests in the sentience you create.





## ORDER OF SHADES

The secretive Order of infiltrators, assassins, and spies, these Magi use their clandestine abilities to end conflict before they begin. Known as Shades, these warriors specialize in illusion magic and thrive under the cover of shadow. Shade Magi will only strike when they know their success is assured.

### SHADE SPELLS

*3rd-level Order of Shades feature*

You learn certain spells at the Magus levels noted in the table below. These spells do not count against your total number of Spells Known and cannot be switched upon gaining a level:

#### Magus Level Spells

3rd	<i>disguise self, sleep</i>
5th	<i>pass without trace</i> <sup>LL</sup> , <i>shadow blade</i> <sup>XGE</sup>
9th	<i>hypnotic pattern</i> <sup>LL</sup> , <i>nondetection</i>
13th	<i>divination, greater invisibility</i>
17th	<i>mislead, modify memory</i>

### SHROUD OF DARKNESS

*3rd-level Order of Shades feature*

As an action, you can envelop yourself in a Shroud of illusion magic, which lasts for 1 hour. While this Shroud is active, you can use a bonus action to turn invisible if you are in an area of dim light or darkness. This invisibility lasts for the duration of your Shroud, but it ends early if you attack, touch, or force a creature to make an ability check or saving throw.

Once you conjure your Shroud you must complete a short or long rest before you can use your Shroud again. When you have no uses remaining, you can spend a spell slot of 1st-level or higher to conjure your Shroud of Darkness again.

### UMBRAL SIGHT

*3rd-level Order of Shades feature*

You have trained to fight in the dark. You gain darkvision to a range of 60 feet. If you have darkvision from another feature, the range of your darkvision increases by 30 feet.

## FROM THE SHADOWS

*7th-level Order of Shades feature*

You are adept at bringing down foes when they are unaware. When you hit a creature that is surprised with a Spellstrike attack, it automatically fails its saving throw against the spell.

Moreover, if you use Ethereal Jaunt while you are in dim light or darkness, the distance you can teleport is doubled.

### IMPROVED SHROUD

*7th-level Order of Shades feature*

Your magic conceals you from creatures of shadow. If your Shroud of Darkness is active while you are in darkness, you are invisible to anything that relies on darkvision to see you.

### CLOUD THE MIND

*15th-level Order of Shades feature*

You can penetrate the minds of your foes with your potent illusion magic. As an action, you can force one creature you can see within 30 feet to make an Intelligence saving throw against your Magus Spell save DC. On a failed save, it can't see, hear, smell, or sense you in any way for 1 minute. On a success, it is immune to this effect for 24 hours. This effect immediately ends if you attack, touch, or force the creature to make an ability check or saving throw.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all uses when you finish a long rest. When you have no uses left, you can expend a spell slot to use this feature again.

### ONE WITH THE DARKNESS

*20th-level Order of Shades feature*

You have ascended to the apex of your Order and can become one with the darkness itself. You can conjure your Shroud of

Darkness at will, and at the start of each turn that your Shroud is active you gain the benefits of *invisibility* and *pass without trace*, without concentration.

Finally, you can use a bonus action on each of your turns to teleport up to 60 feet to a space you can see that is in an area of dim light or darkness.





## ORDER OF SPELLSWORDS

Exceptionally rare, even among Magi, members of the Order of Spellswords master both advanced swordplay and magic. They dedicate their life to the pursuit of excellence in combat and little else. Combining the secret magic of their Order and advanced martial techniques, there are few warriors that can match the enchanted blade of a Spellsword in direct combat.

### MARTIAL EXPLOITS

*3rd-level Order of Spellswords feature*

You have studied various martial exploits to augment your Order's magical abilities. You gain the following features:

**Exploit Dice.** The Spellsword Exploits table shows how many Exploit Dice you have to use your Exploits. To use an Exploit, you expend an Exploit Die, and you regain all your expended Exploit Dice when you finish a short or long rest.

**High Degree.** Your Magus level limits the technicality of Exploits you are able to learn and use. This limit is reflected in the High Degree column of the Spellsword Exploits table.

**Exploits.** You learn two Martial Exploits of your choice from those available to the [Alternate Fighter](#). You can only use one Exploit per ability check, attack, or saving throw.

When you gain a Magus level, you can replace one Exploit you know with another Martial Exploit of your choice.

**Saving Throws.** If an Exploit requires a creature to make a saving throw, its DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

### SPELLSWORD'S ARMORY

*3rd-level Order of Spellswords feature*

You have learned to store knowledge of combat styles within your Arcane Armory. You learn one additional Fighting Style of your choice from those available to the Magus class, but your knowledge of that Fighting Style is stored within your Arcane Armory, much like a weapon or set of armor.

When you use a bonus action to conjure objects from your Arcane Armory, you can draw knowledge of that Fighting Style into your mind, shunting knowledge of your current Fighting Style into your Arcane Armory.

You learn an additional Magus Fighting Style of your choice, and store your knowledge of it in your Armory in the same way at 7th, 15th and finally at 20th level in this class.

You can only have one Fighting Style from the Magus class active at a time. However, this limit has no effect on Fighting Styles you learn from other features, feats, or class levels.

### MYSTIC PRECISION

*7th-level Order of Spellswords feature*

The magic you channel through your weapon attacks supernaturally increases your accuracy. Whenever you make a Spellstrike attack, you can add the level of the spell slot you expend (0 for Cantrips) to all attack rolls you make with that weapon until the end of your turn.

In addition, when you gain the Spellsunder feature at 9th level, you also gain a bonus to any weapon attack (minimum of 0) you make as part of Spellsunder equal to the level of the spell slot expend (minimum of +1).

## ETHEREAL WARRIOR

*15th-level Order of Spellswords feature*

Rather than develop new magics, Spellswords are masters of the signature magics of the Magi. Immediately before or after each weapon attack you make on your turn, you can use your Ethereal Jaunt feature to teleport to an unoccupied space you can see within 10 feet of you.

In addition, your martial skill makes your Magi techniques more accurate. Whenever you make a weapon attack as part of your Spellsunder feature, you can expend an Exploit Die, roll it, and add the result to your Spellsunder attack roll. You must choose to do so before you make your attack roll.

### MULTICLASSING & EXPLOITS

Your martial skill depends partly on your combined levels in classes with Exploits, and partly on levels in each class. If you learn Exploits from more than one class, reference [Alternate Martial Multiclassing](#).





## SPELLSWORD EXPLOITS

Magus Level	Exploits Known	Exploit Die	Exploit Dice	High Degree
3rd	2	d4	2	1st
4th	2	d4	2	1st
5th	3	d4	2	1st
6th	3	d4	2	1st
7th	4	d6	3	2nd
8th	4	d6	3	2nd
9th	4	d6	3	2nd
10th	4	d6	3	2nd
11th	5	d6	3	2nd
12th	5	d6	3	2nd
13th	5	d6	3	2nd
14th	5	d6	3	2nd
15th	6	d8	4	3rd
16th	6	d8	4	3rd
17th	6	d8	4	3rd
18th	6	d8	4	3rd
19th	7	d8	4	3rd
20th	7	d8	4	3rd

## ARCANE BLADEMASTER

### 20th-level Order of Spellwords feature

You stand with the great warriors of legend, a true master of both spell and sword. As a bonus action, you can enter a trance that enhances your combat skills to legendary levels, granting you the benefits listed below for 1 minute:

- You gain the knowledge and benefits of all the Fighting Styles you learned through your Spellword's Armory.
- You can use Spellstrike as part of every attack you make.
- Once per turn, you can use a Martial Exploit you know without expending an Exploit Die, or cast a Magus spell of 2nd-level or lower without expending a spell slot.
- The distance of your Ethereal Jaunt is doubled.

This trance ends early if you use a bonus action to end it or you are incapacitated. Once you use this trance, you must finish a long rest before you can use it again. If you have no uses left you can expend a 5th-level spell slot to use it again.

## ORDER OF TRAVELERS

Practitioners of what many consider a forbidden ninth school of magic, Magi of the Order of Travelers augment their skills with Chronomancy magic, the magic of time. As they grow in their understanding of these secret magic, Travelers become increasingly detached from their place in time, and turning to become strange wanderers who safeguard the flow of time.

Legends speak of Travelers so skillful in their use of time magic who can conjure future versions of themselves to aid in combat and offer cryptic knowledge from the future. How will your Traveler Magus safeguard the flow of time?

## TRAVELER SPELLS

### 3rd-level Order of Travelers feature

You learn certain spells at the Magus levels noted in the table below. These spells do not count against your total number of Spells Known and cannot be switched upon gaining a level:

Magus Level	Spells
2nd	<i>expeditious retreat, featherfall</i>
5th	<i>hold person, misty step</i>
9th	<i>haste, slow</i>
13th	<i>banishment, dimension door</i>
17th	<i>hold monster, modify memory</i>

## TEMPORAL SHIFT

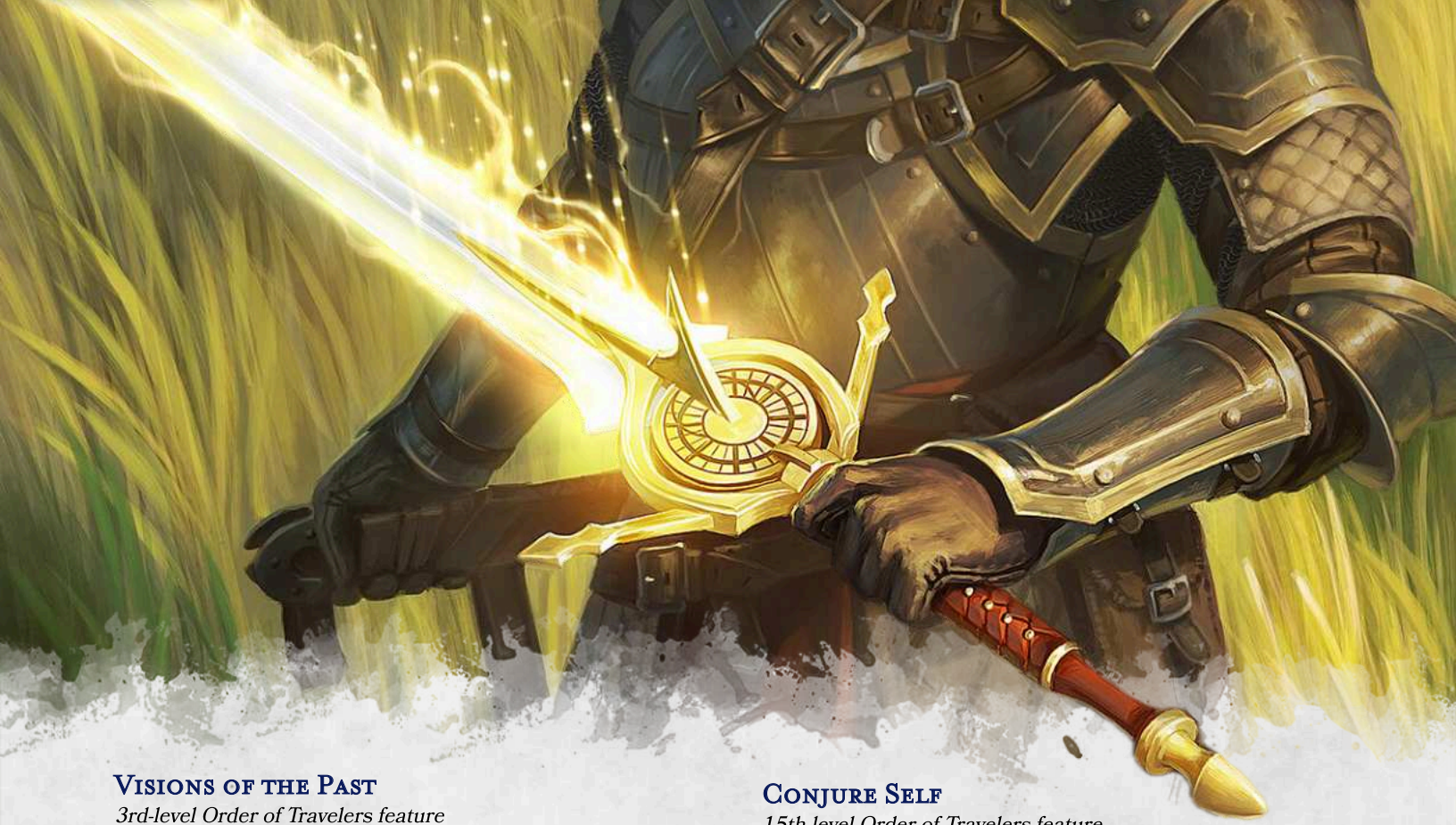
### 3rd-level Order of Travelers feature

You can alter the passage of time to undo any mistakes and missteps you may make. Whenever you fail an ability check, miss an attack roll, or fail a saving throw, you can use your reaction to re-roll your d20. You must use this new result.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), and you regain all of your expended uses when you finish a long rest. If you have no uses of this feature remaining, you can expend a spell slot of 1st-level or higher to use this feature again.







## VISIONS OF THE PAST

*3rd-level Order of Travelers feature*

You have learned to see echoes of past events in the present. You gain proficiency in History, and whenever you make an Intelligence (History) check while in the location where the subject of your Intelligence (History) check took place, you can add double your proficiency bonus to your roll.

## CHRONOLOGICAL DRIFT

*7th-level Order of Travelers feature*

Your use of time magic has caused your physical form to be detached from the normal flow of time. Your age cannot be changed by spells or magical effects, and for every 10 years that pass, your physical body only ages 1 year.

At 15th level, you only age 1 year for every 100 years that pass, and at 20th level, your body stops aging completely.

## GREATER SHIFT

*7th-level Order of Travelers feature*

Your knowledge of Chronomancy magic allows you to adjust the effects of time for the creatures around you. You can use Temporal Shift whenever a creature that you can see within 30 feet fails an ability check, misses an attack roll, or fails a saving throw. It must use the new result of its d20 roll.

Also, at the beginning of each round of initiative in combat, so long as you are not incapacitated or surprised, you can use your reaction to roll initiative again, using the new result.

### CHRONOMANCY: THE MAGIC OF TIME

Introducing time travel to any story, especially one in a game where outcomes are determined by dice rolls, can be risky. Before playing a Traveler Magus, talk with your DM about the implications of these features, especially how they will run *Conjure Self*.

## CONJURE SELF

*15th-level Order of Travelers feature*

You have become so adept at the manipulation of time that you can conjure versions of yourself from the future to aid you. As an action, you can expend a spell slot of 3rd-level or higher to conjure a version of yourself from the future.

Your Future Self shares your initiative in combat and acts immediately after you. They act independently and will aid you to the best of their abilities. Your Future Self has a total number of hit points equal to your maximum hit points and they use your ability scores. They share features from your race, class, and other sources, including independent uses of Temporal Shift. However, you share your spell slots.

You can ask your Future Self one question concerning the future, and they answer you using the guidelines provided in the *commune* spell. Their knowledge is limited to things that you may know in the future as determined by the DM.

The time your Future Self remains depends on the spell slot you expended: 3rd-level (1 minute), 4th-level (1 hour), or 5th-level (8 hours). They return to their time at the end of the duration, or sooner if they are reduced to 0 hit points.

There can only ever be one version of your Future Self in your current time at once. Conjuring a second Future Self causes any others to instantly return to their time.

## UNTETHERED TRAVELER

*20th-level Order of Travelers feature*

Your use of Chronomancy has caused you to become adrift in the flow of time, seeing and experiencing it radically different from those around you. As an action, you can cast a modified version of the *time stop* spell where you and your Future Self can both act, but you each only get one additional turn.

Once you use this feature you must finish a long rest before you can cast this modified version of *time stop* again. If you have no uses of this feature left, you can expend a 5th-level spell slot to cast this modified version of *time stop* again.







# THE MAGUS EXPANDED

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A multitude of additional options for the Magus class! Includes five Fighting Styles, three new and alternate Feats, and six Esoteric Orders!

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